

src/PhysicsProcessor
/MacroManager.h

```
graph TD; A["src/PhysicsProcessor /MacroManager.h"] --> B["map"]; A --> C["string"]; A --> D["fstream"];
```

A diagram illustrating the dependencies of the file `src/PhysicsProcessor/MacroManager.h`. The top box, which is shaded gray, contains the file path. Three blue arrows point downwards from this box to three separate white boxes below it. The first arrow points to a box labeled `map`, the second to a box labeled `string`, and the third to a box labeled `fstream`.

map

string

fstream